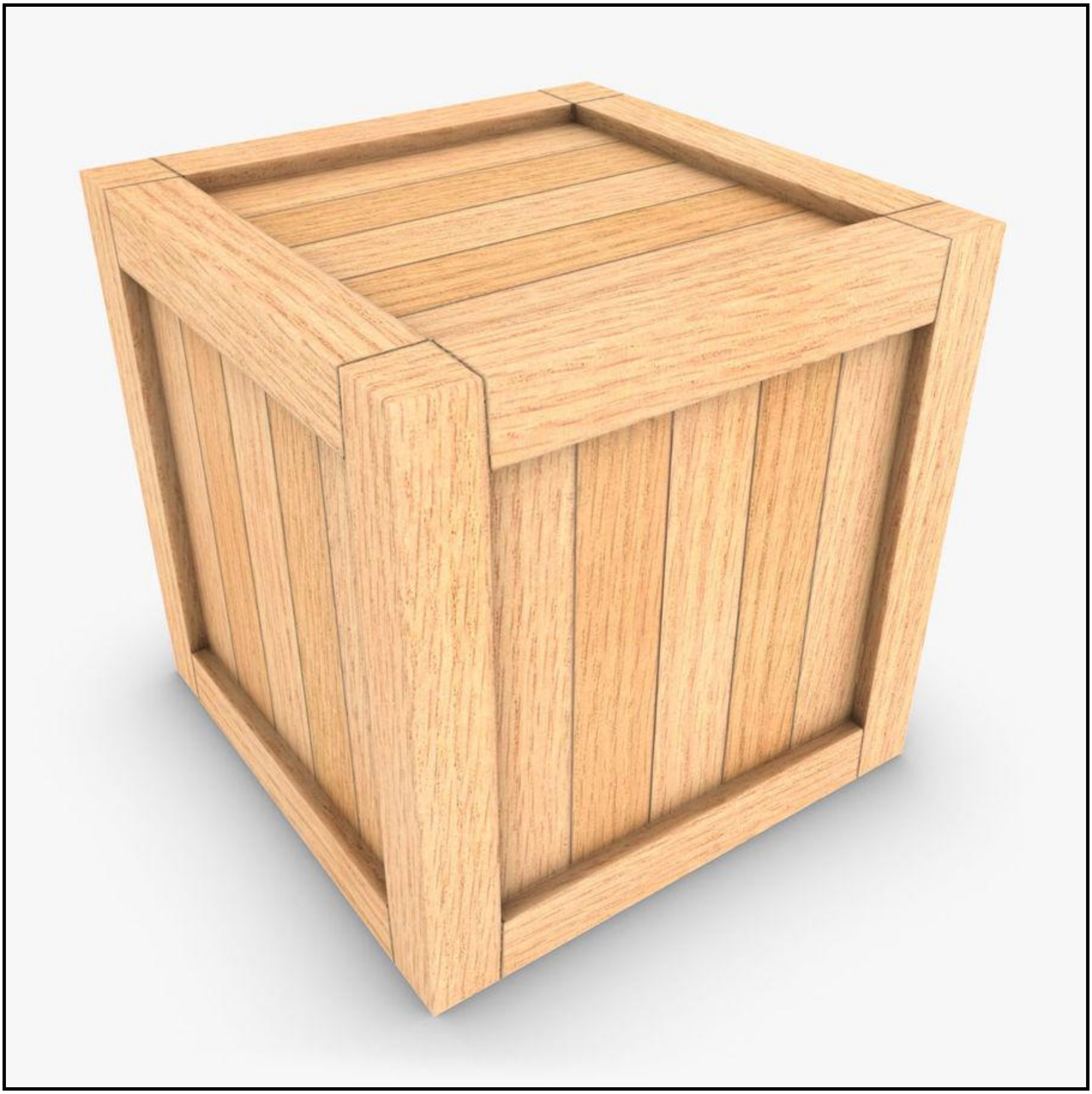
3D Wooden Box



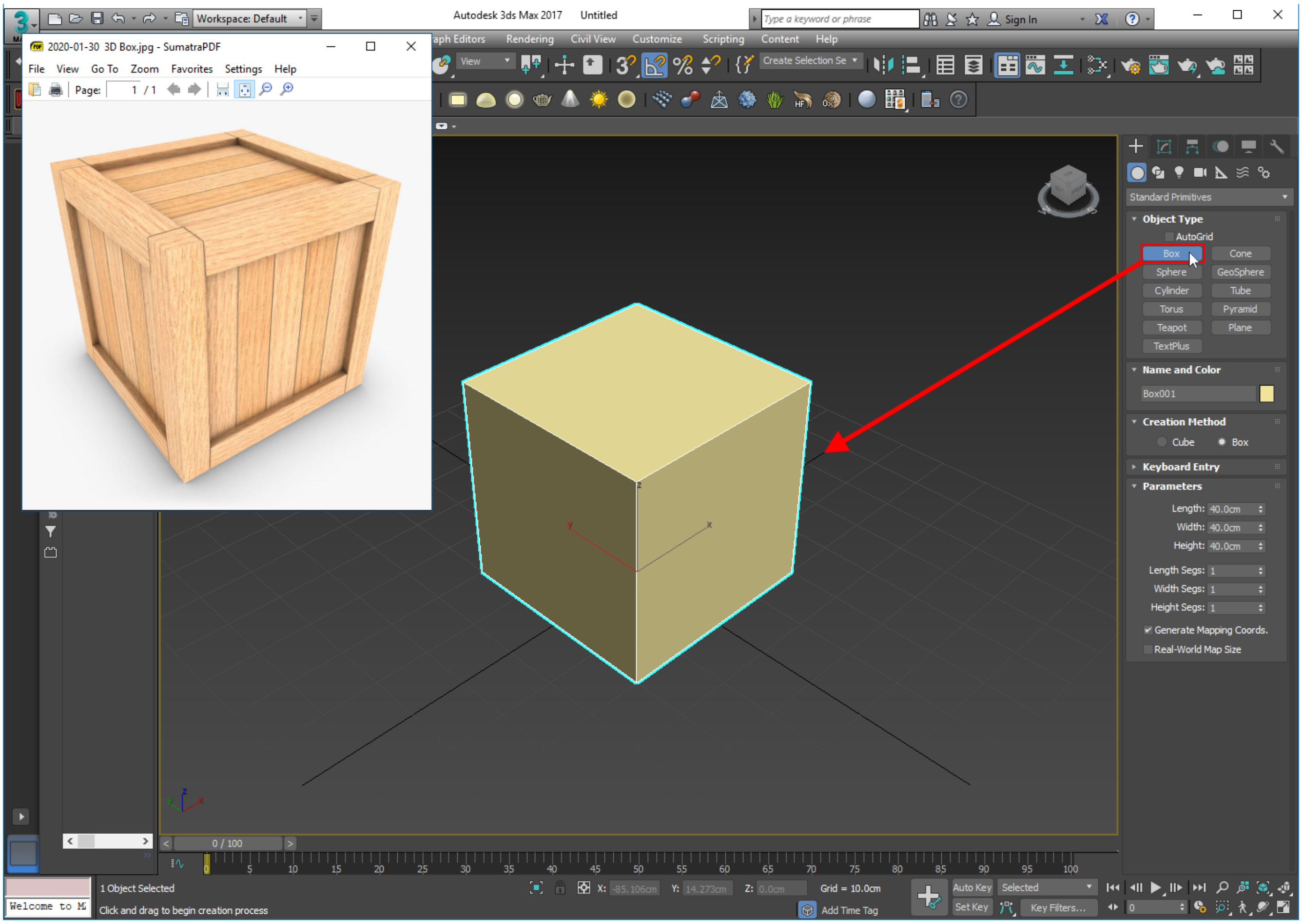
Reference picture:

https://free3d.com/3d-model/wooden-box-01-color-1-low-poly-6408.html

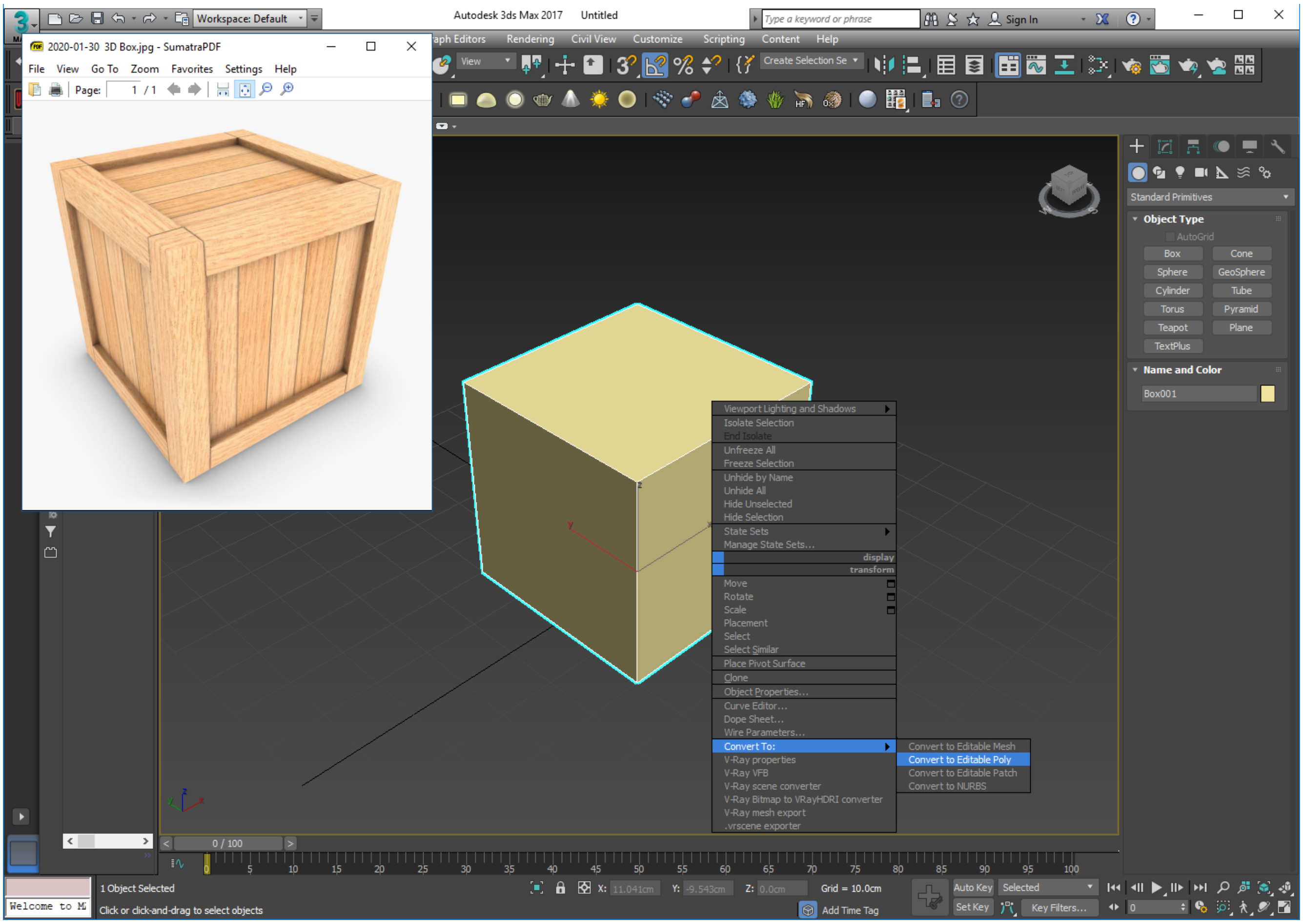
Software using:

3ds Max and Photoshop

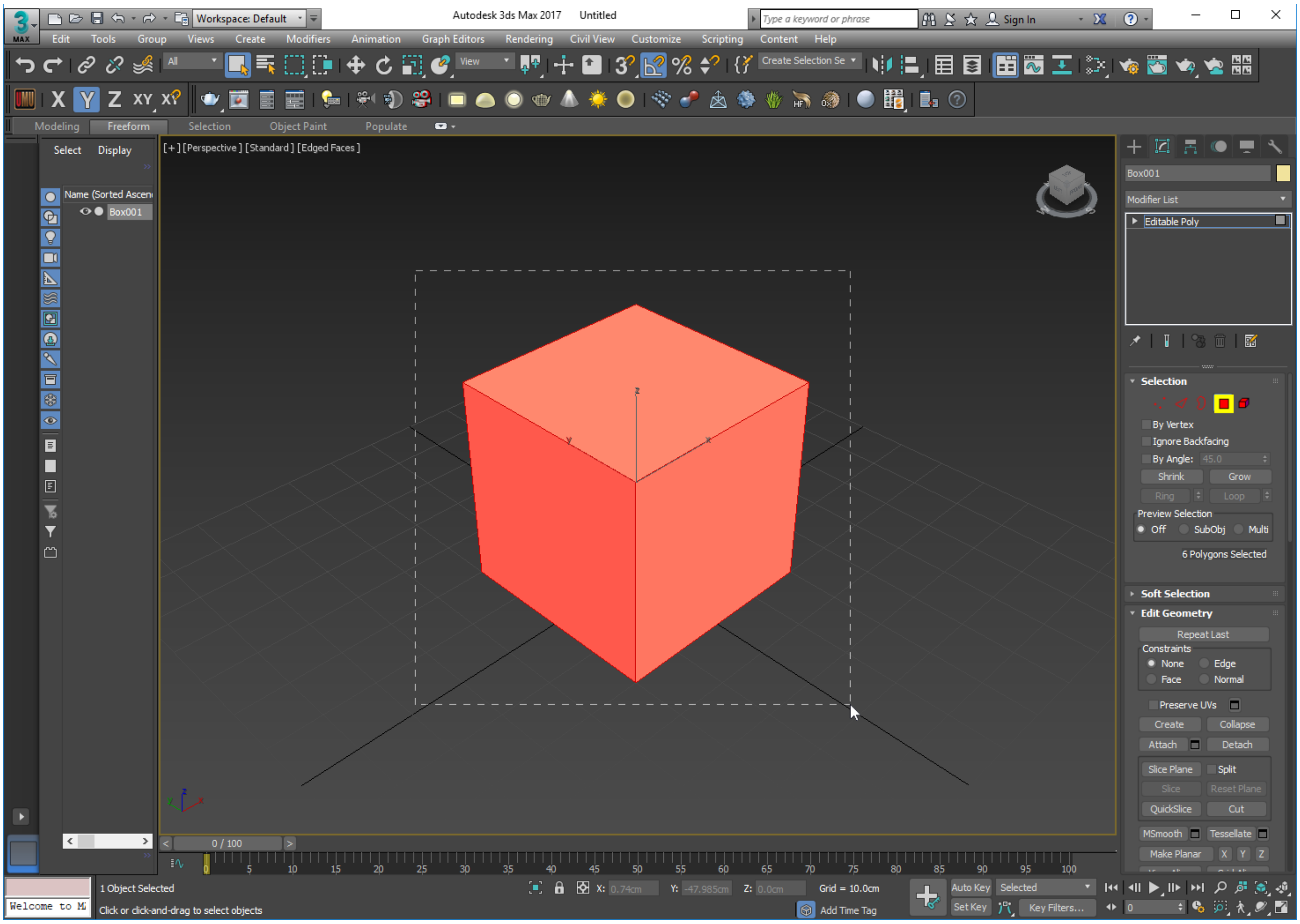
Create Box, size 40cm x 40cm x 40cm



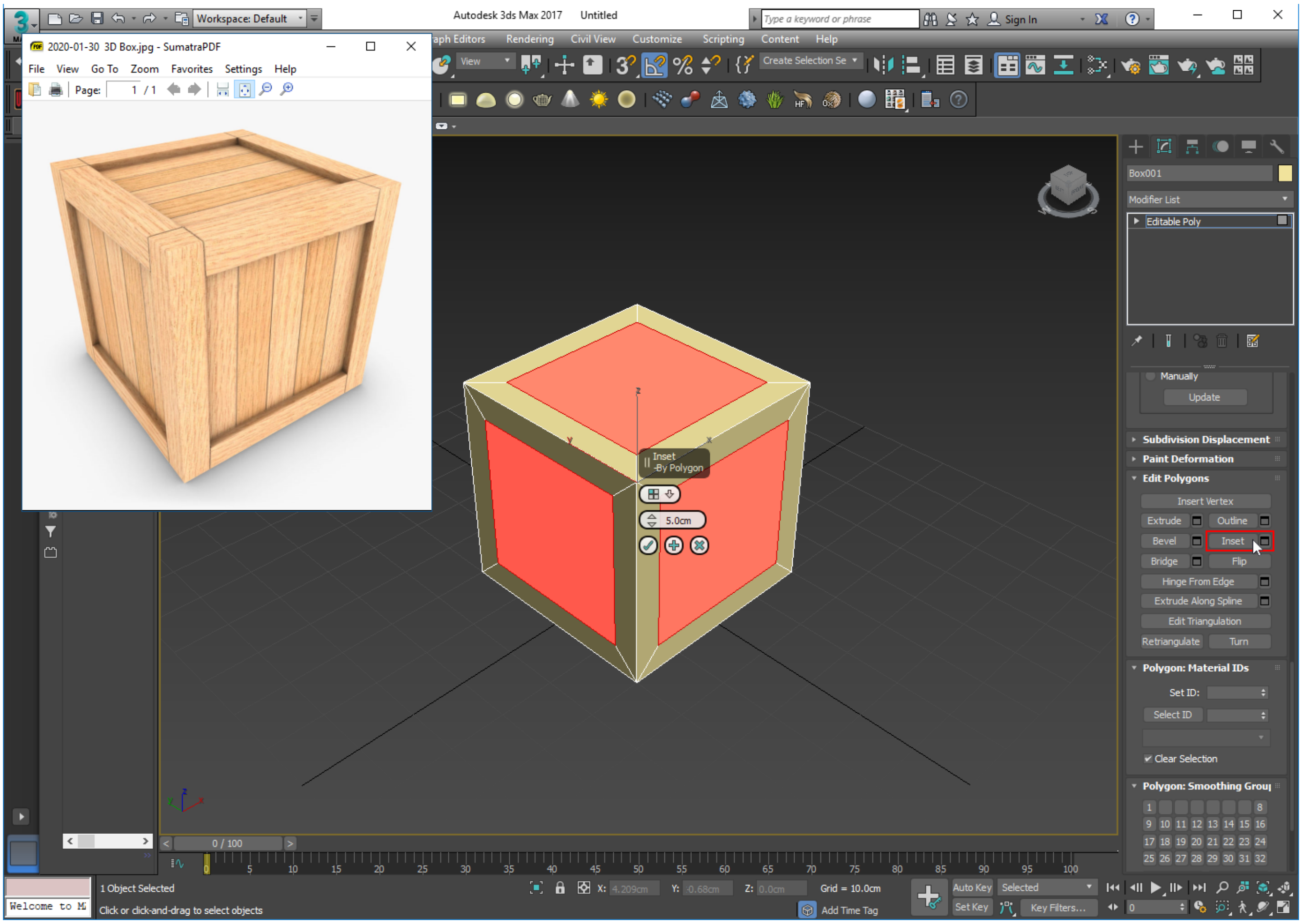
Right click and click Convert to editable poly



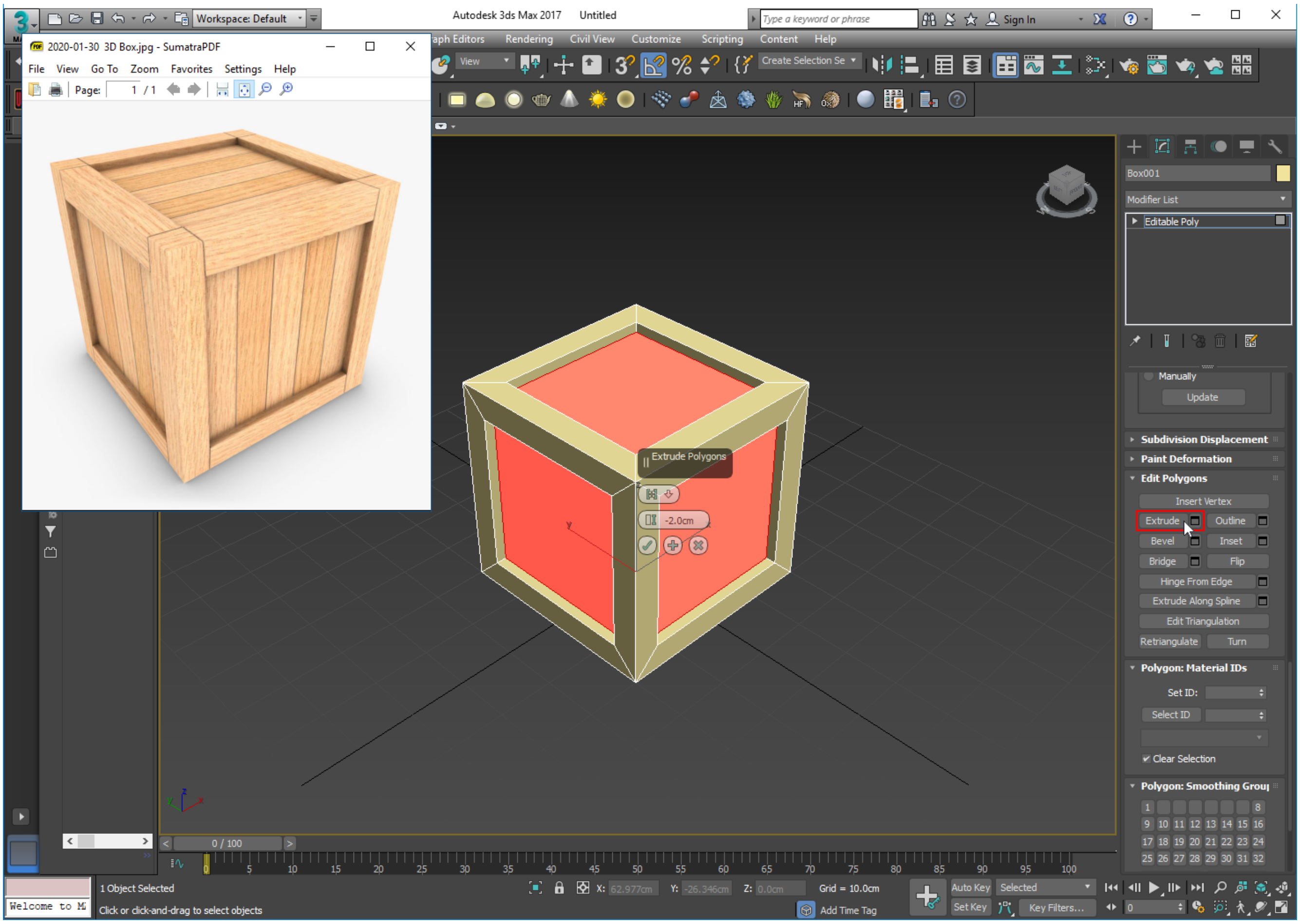
Select “Polygon” and highlight all



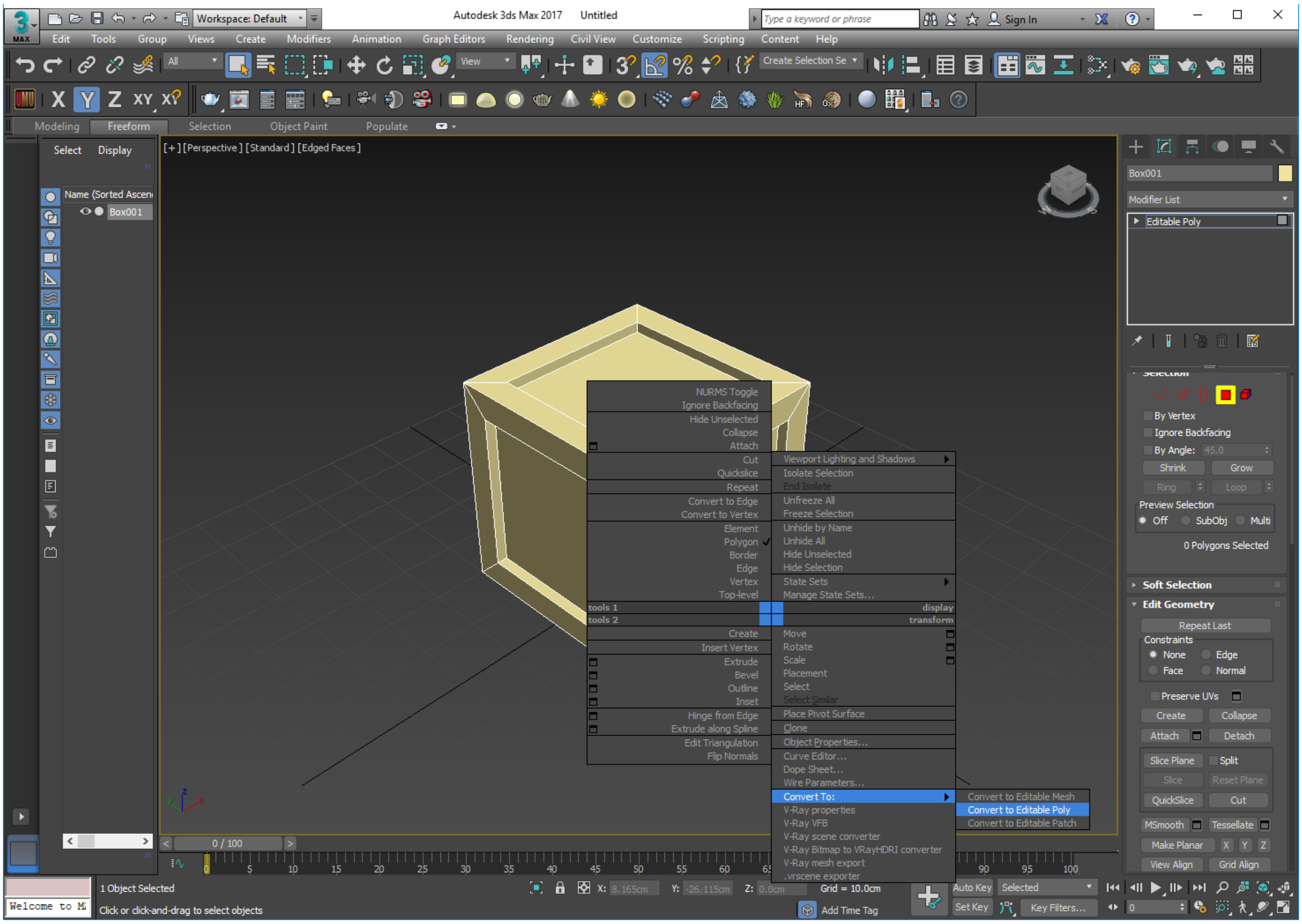
Click Inset, choose by polygon and edit to 5cm



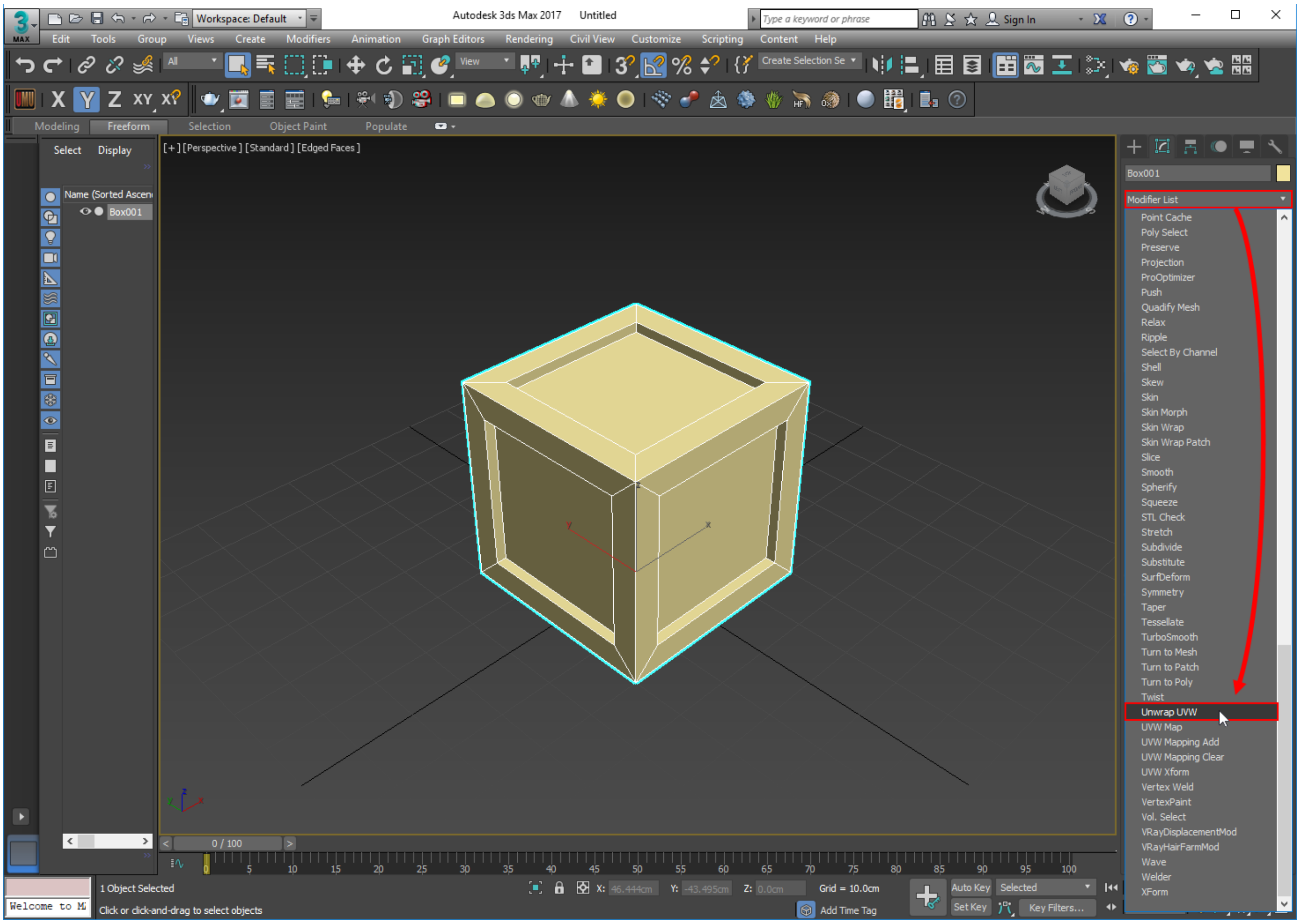
Click Extrude and edit to -2.0cm



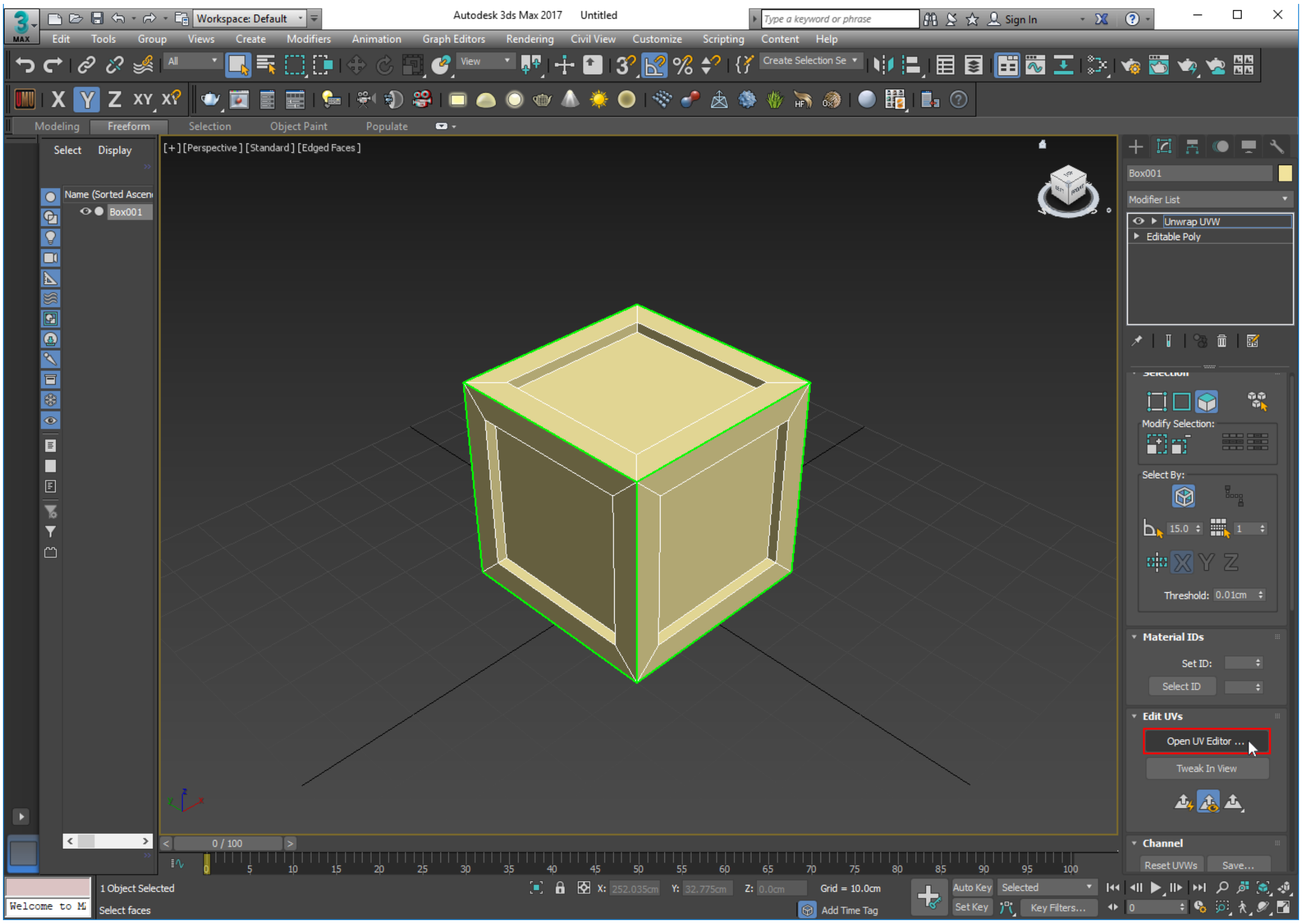
Right click and click Convert to Editable Poly



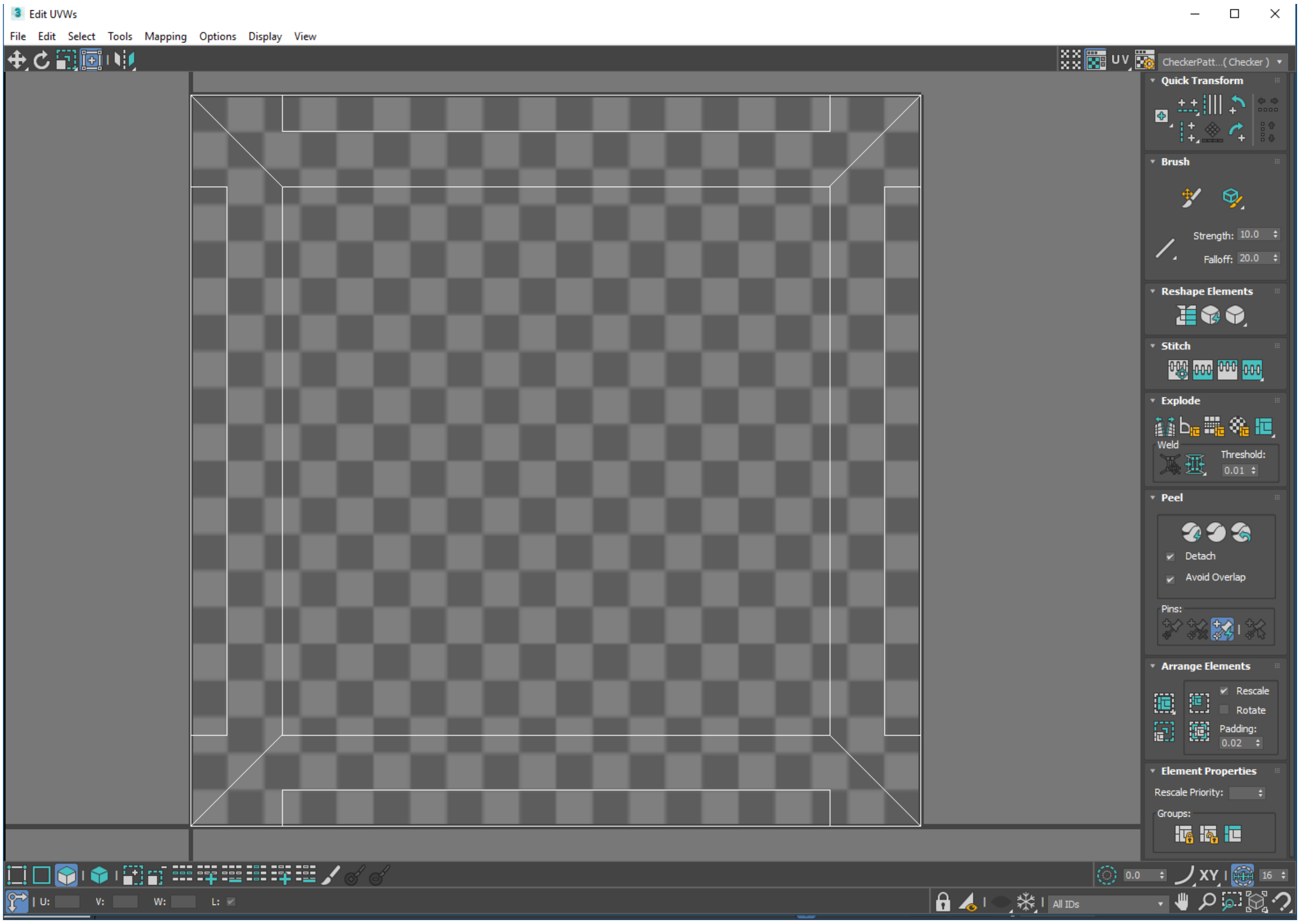
Click Modifier List → Unwrap UVW



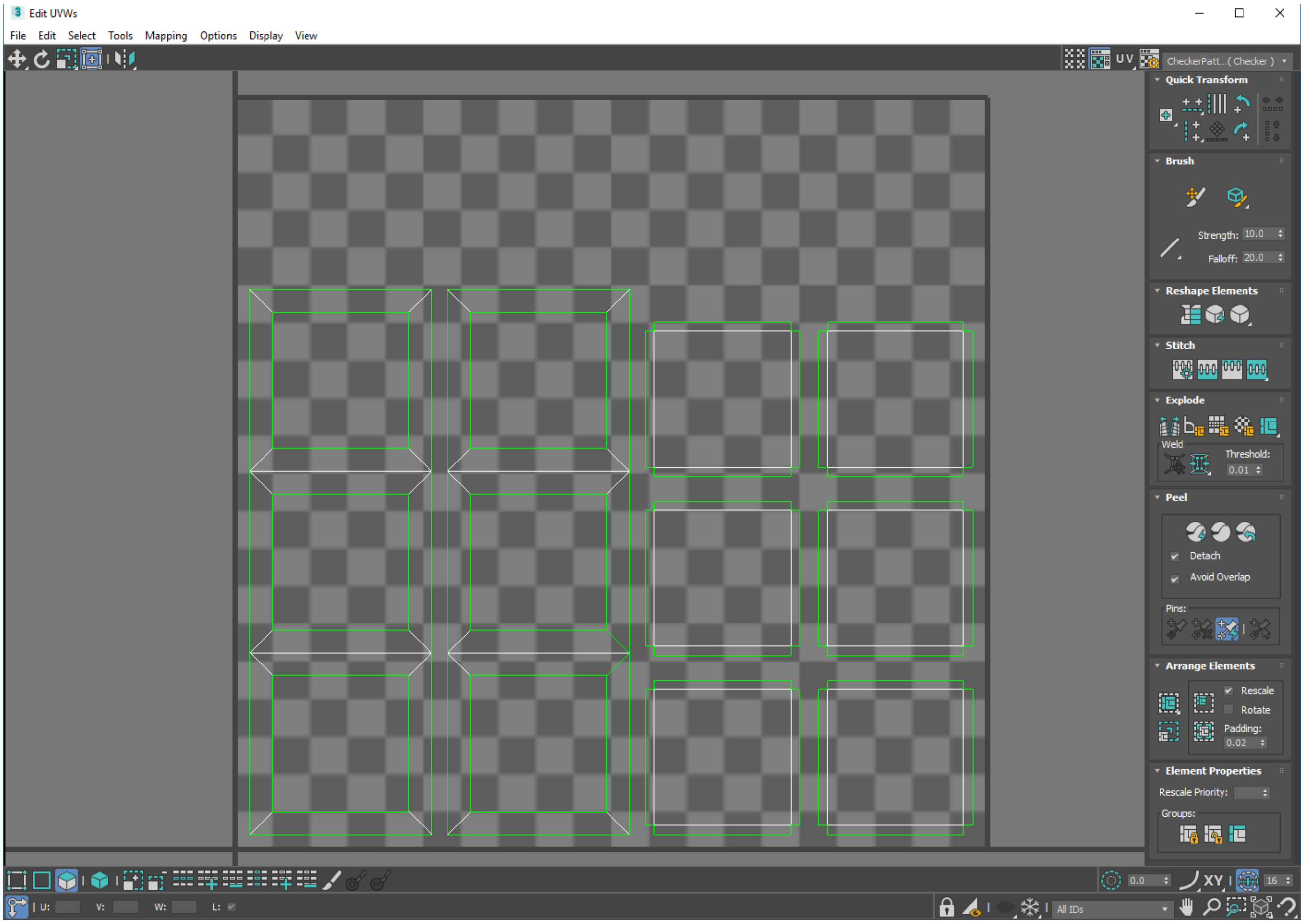
Open UV Editor



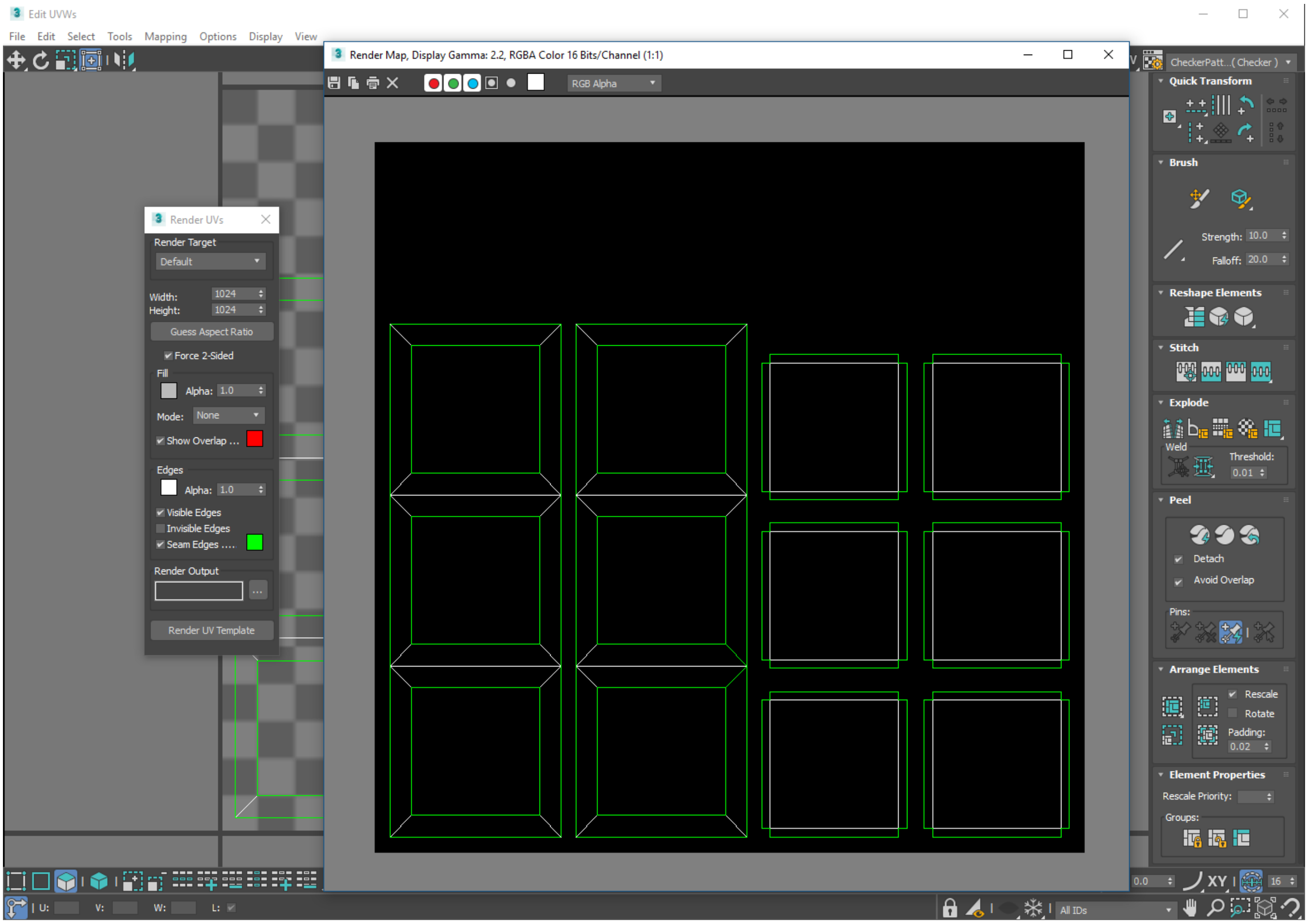
Before unwrapping uv



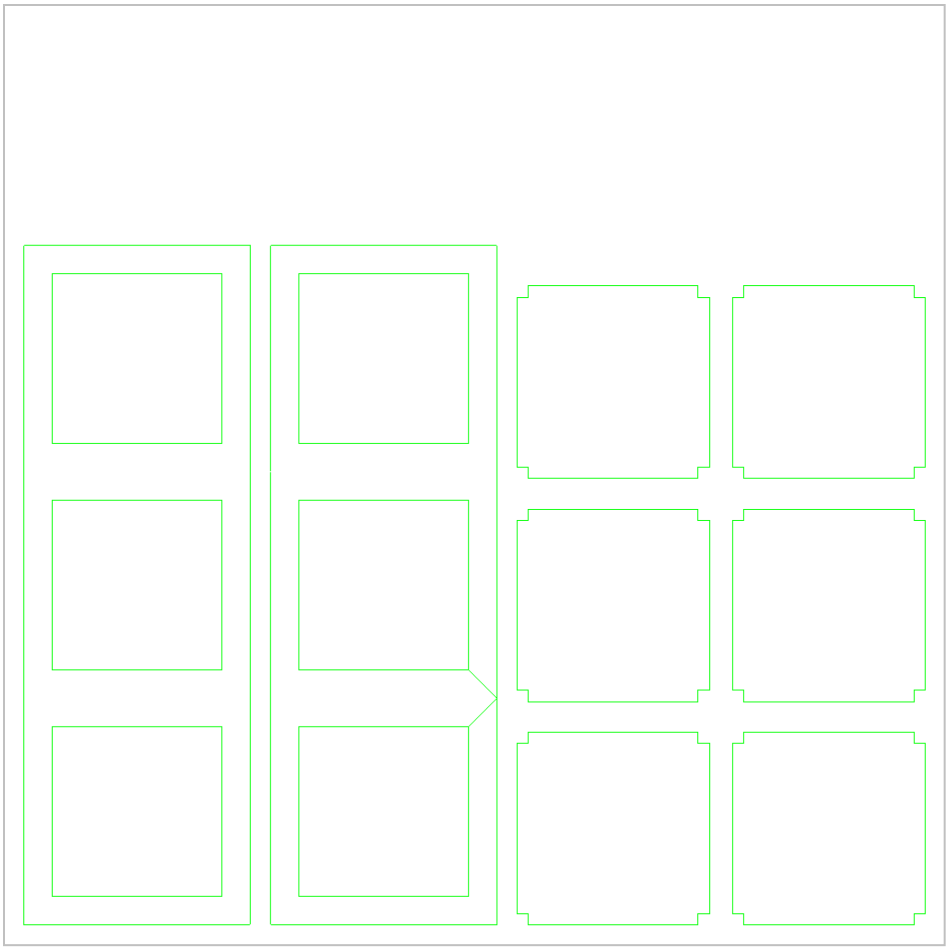
After unwrapping uv



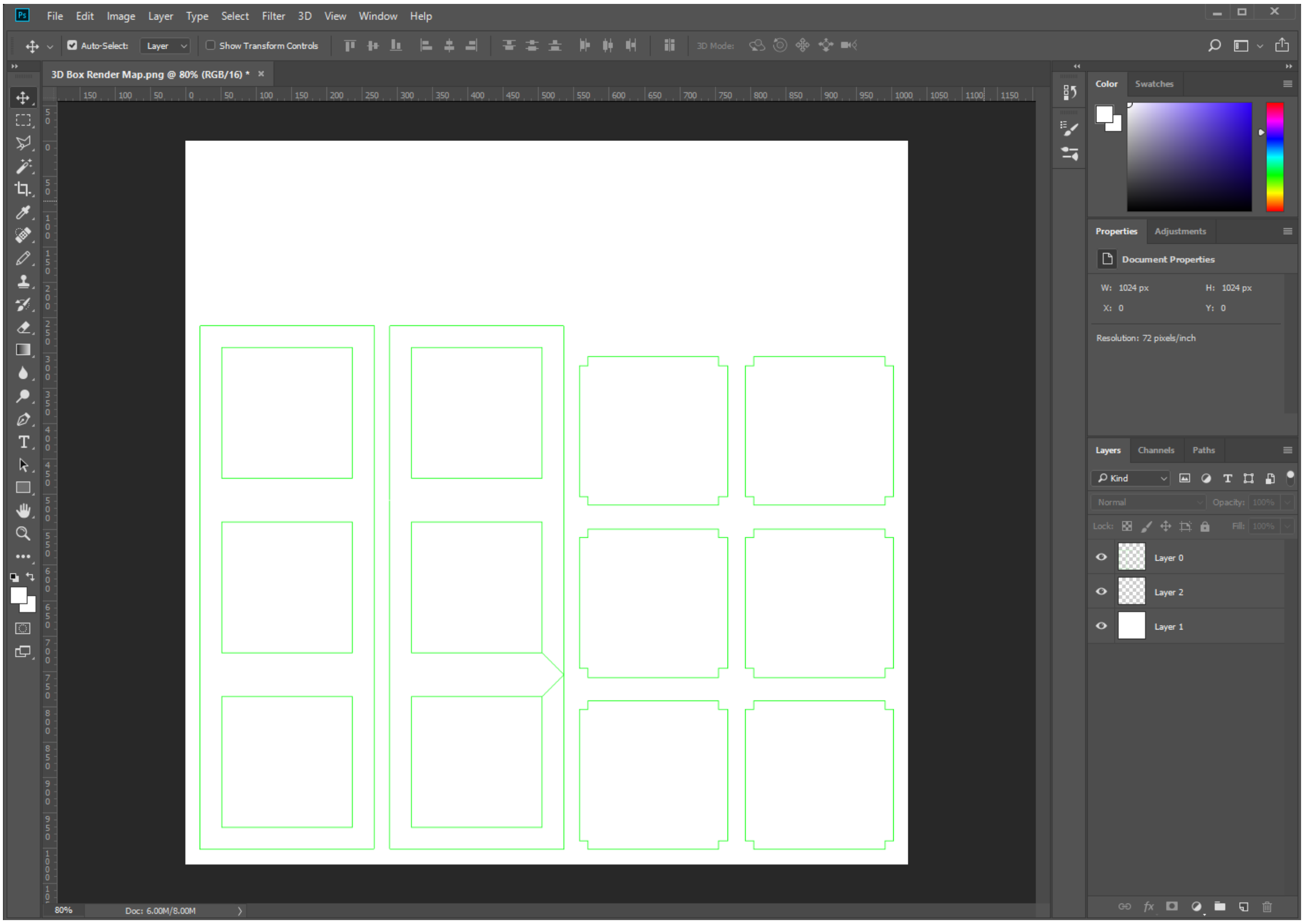
Tools → Render UVW Template



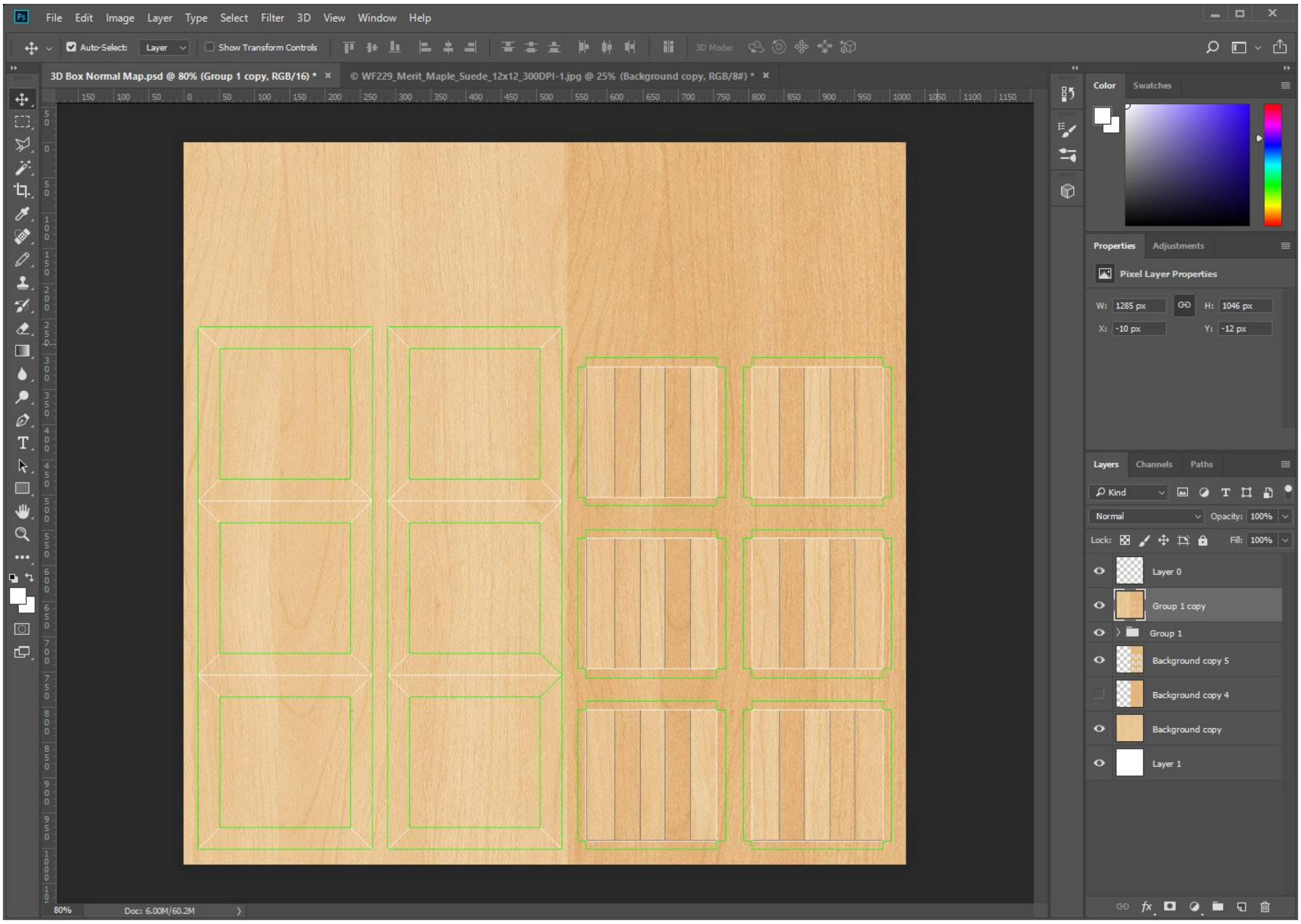
3D Box UVW Template



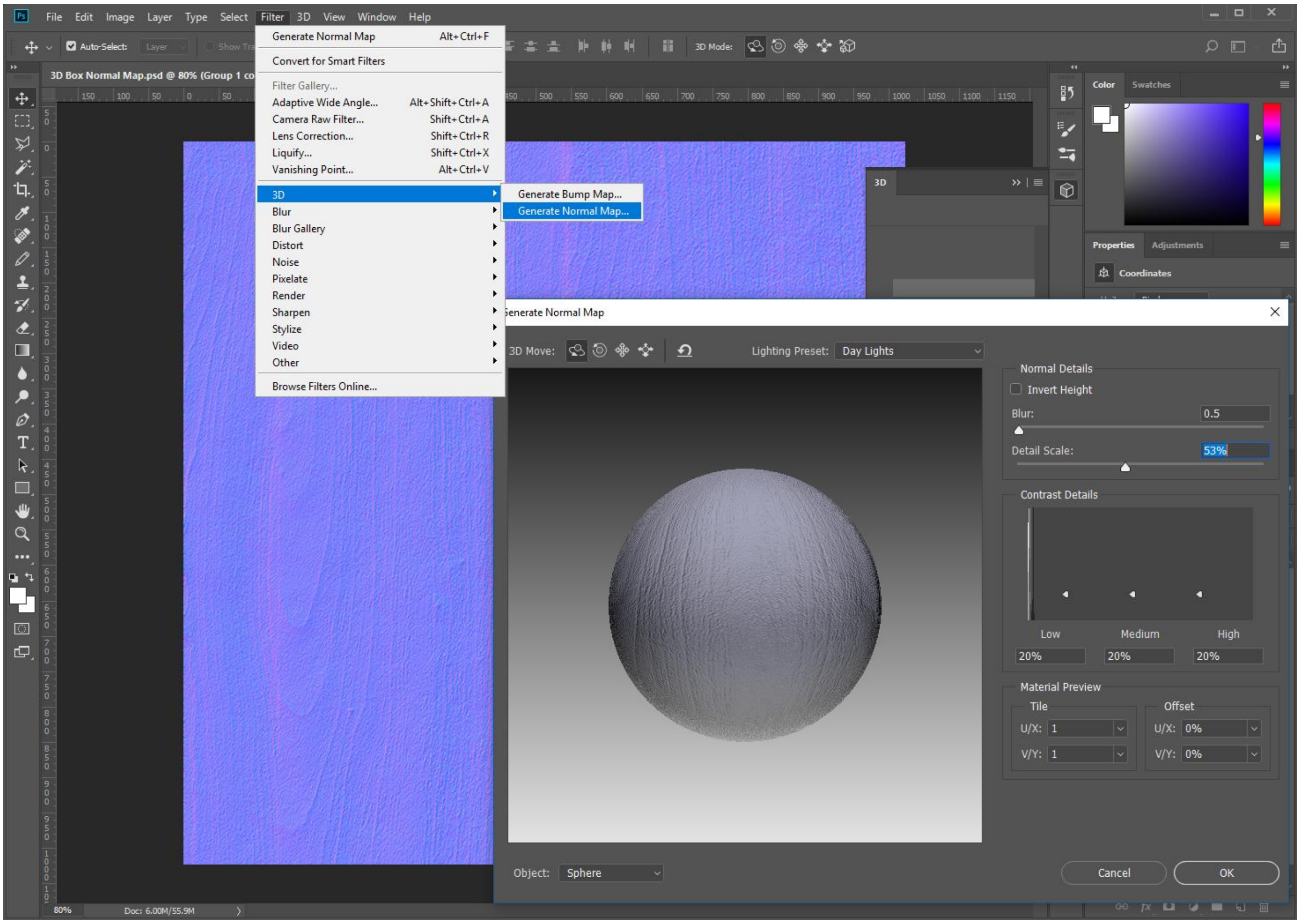
Import 3D Box UVW Template to Photoshop



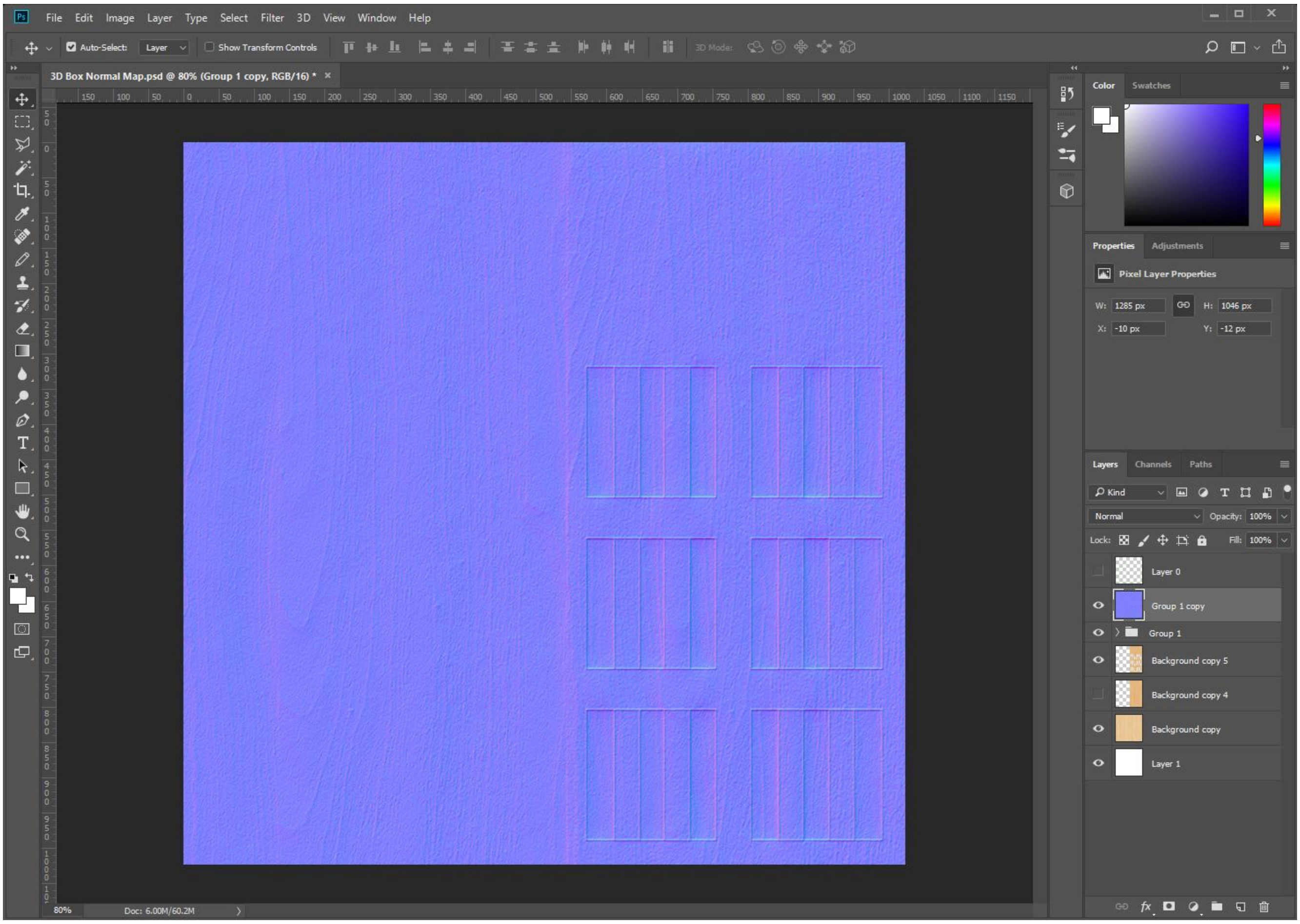
Import wood texture



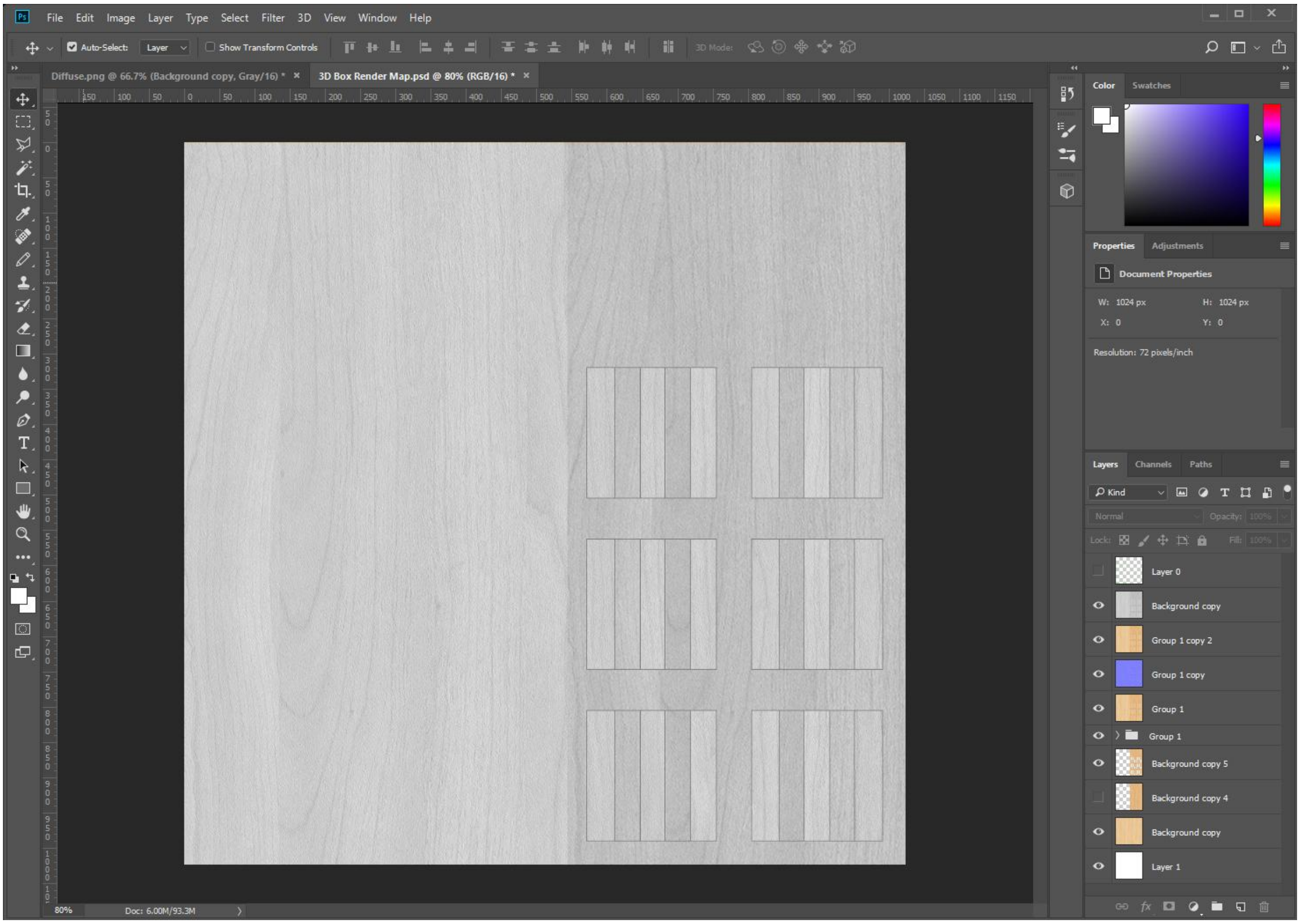
Use Photoshop to create normal map



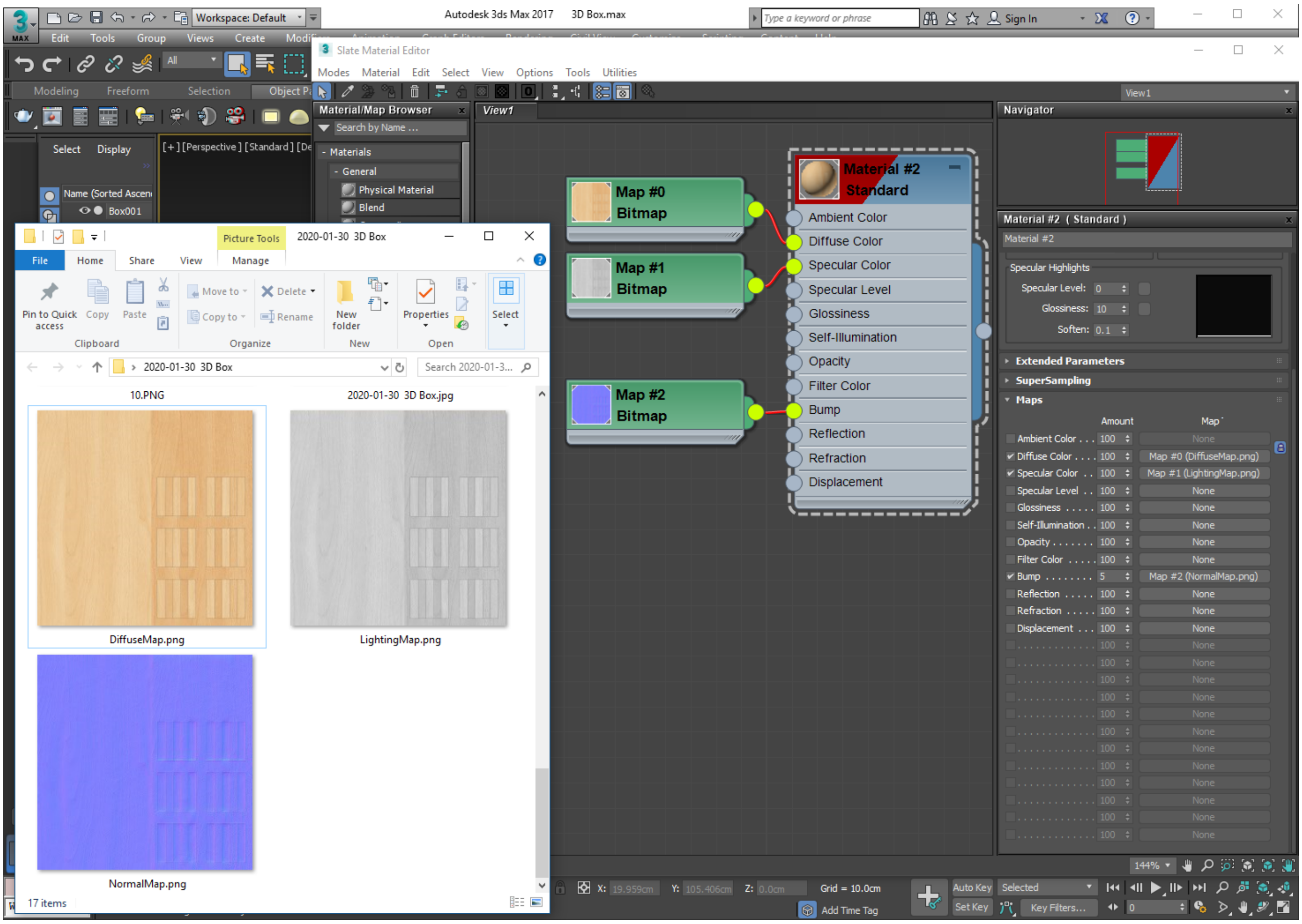
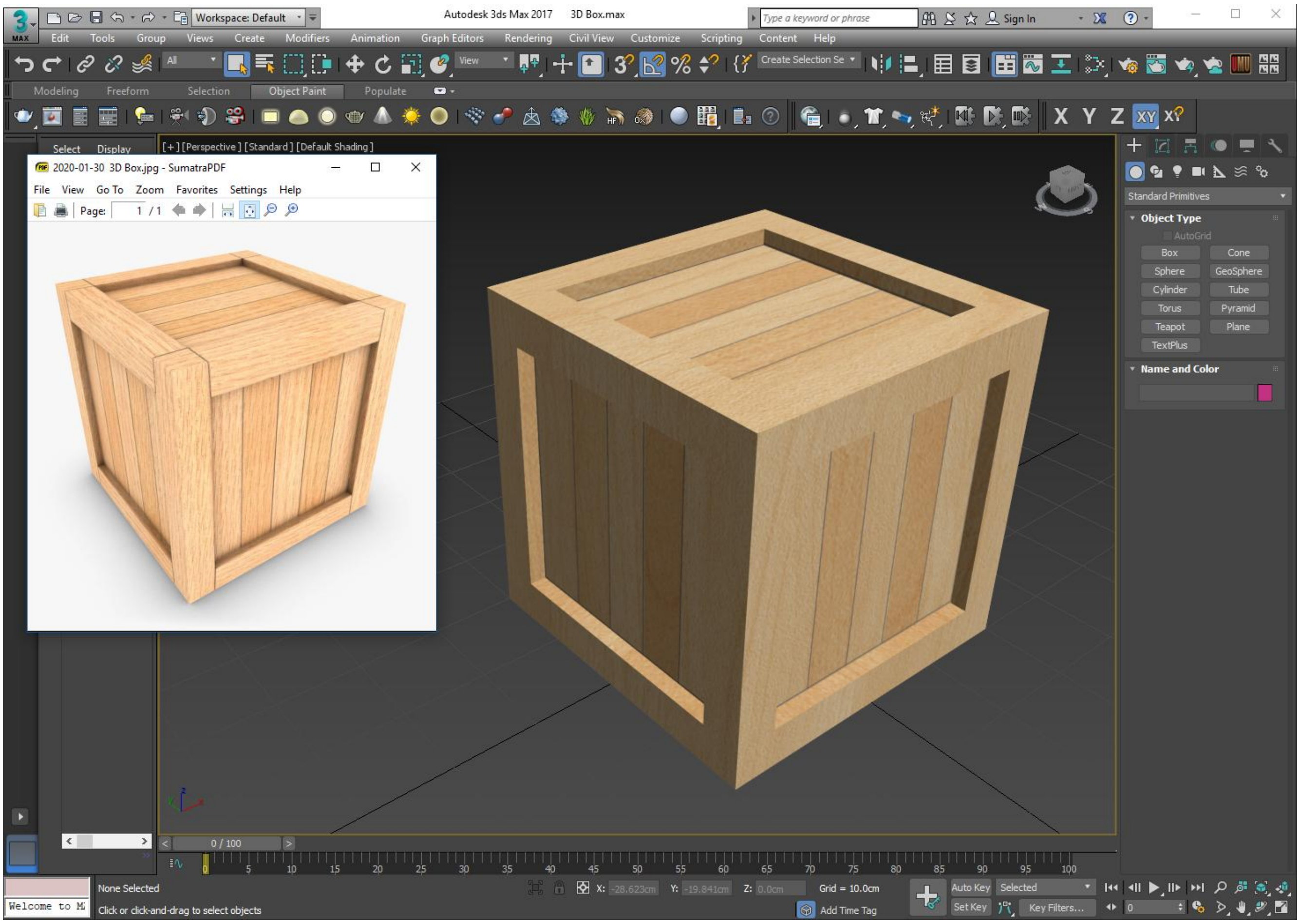
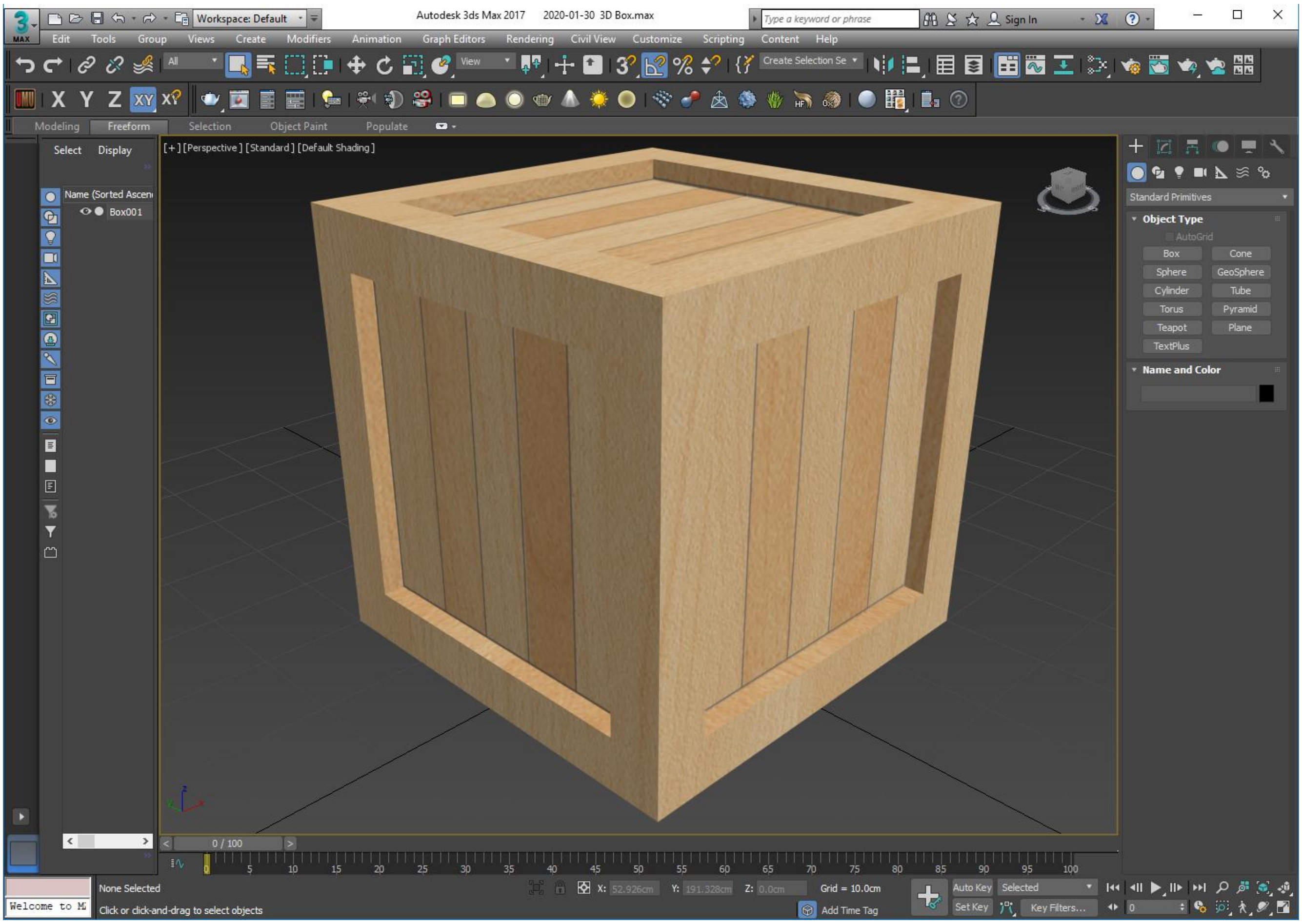
Filter → 3D → Generate Normal Map



Also create grey map for lighting map



Import all texture to Slate Material Editor



Drag material to box, and done